1   CLAIMS

2

Sub 303 > 1.   A gaming method utilizing a number of stored game records, each game record being

4   associated with a game play outcome, the method including the steps of:

5   (a)   creating a player account for a player, the player account having an account

6   balance;

7   (b)   receiving a game ticket request from the player, the game ticket request

8   identifying a play quantity, the play quantity comprising a value representing a

9   quantity of game play outcomes to be obtained;

10   (c)   determining if the account balance for the player account is sufficient for the

11   play quantity; and

12   (d)   in the event that the account balance for the player account is sufficient for the

13   play quantity, applying a number of ticket indicia to a ticket substrate to produce

14   a game ticket, each ticket indicia being directly identifiable, corresponding to a

15   particular one of the game records, and representing the respective game play

16   outcome associated with the particular one of the game records.

17

18   2.   The method of Claim 1 further including the step of applying game play information to

19   the ticket substrate, the game play information being in machine readable form and

20   specifying each game play outcome represented on the game ticket.

21

1 3. The method of Claim 2 wherein the step of applying the game play information includes

2   applying an encoded identifier for each game play outcome represented on the game

3   ticket.

4

5 4. The method of Claim 2 wherein the step of applying the game play information

6   includes:

7   (a) applying a first value representing a sequential value correlated to a first game

8   play outcome represented on the game ticket; and

9   (b) applying a second value representing the play quantity.

10

11 5. The method of Claim 2 wherein the step of applying the game play information includes

12   applying a ticket identifier to the game ticket and further including the step of recording

13   in a data storage device separate from the game ticket a set of ticket data correlated to

14   the ticket identifier, the set of ticket data identifying each game play outcome

15   represented on the game ticket.

16

17 6. The method of Claim 2 further including the steps of:

18   (a) distributing the game ticket to the player;

19   (b) reading the game play information from the game ticket at a player terminal;

20   and

1   (c)   for at least one game play outcome represented on the game ticket, displaying a

2   graphic game representation indicating the respective game play outcome

3   represented on the game ticket, each respective graphic game representation

4   being displayed in response to a respective player input made after the step of

5   reading the game play information at the player terminal.

6

7.   7.   The method of Claim 6 wherein the step of displaying the graphic game representation

8   comprises displaying a representation related to a casino type game.

9

10. 8.   The method of Claim 1 further including the steps of deducting a cost associated with

11   each respective game play outcome represented on the game ticket substantially

12   concurrently with the step of applying the ticket indicia to the ticket substrate and

13   adding a payoff amount associated with at least one such game play outcome in

14   response to a ticket redemption request initiated by the player.

15

16   9.   The method of Claim 1 wherein each ticket indicia comprises an outcome code selected

17   from a set of available outcome codes for a game being played.

18

19   10.   The method of Claim 9 further including the step of displaying a prize table in which

20   each outcome code in the set of available outcome codes is associated with a prize level

21   in the game.

1   11.   The method of Claim 2 further including the steps of:

2   (a)   distributing the game ticket to the player;

3   (b)   reading the game play information from the game ticket at a point of sale

4   terminal after the game ticket is distributed to the player; and

5   (c)   providing the player with a result of the game ticket after reading the game play

6   information.

7

8   12.   The method of Claim 1 further including the step of applying a cover material to the

9   ticket substrate, the cover material obscuring each ticket indicia applied to the ticket

10   substrate.

11

12   13.   The method of Claim 1 further including the step of applying each ticket indicia to the

13   ticket substrate through a cover material which obscures each respective ticket indicia.

14

15   14.   A program product for use in controlling a game played with a number of stored game

16   records, each game record being associated with a game play outcome, the program

17   product being stored on a computer readable medium and including:

18   (a)   player account program code for creating a player account for a player, the

19   player account having an account balance;

1   (b)   ticket request program code for receiving a game ticket request from the player,

2   the game ticket request identifying a play quantity, the play quantity comprising

3   a value representing a quantity of game play outcomes to be obtained;

4   (c)   account comparison program code for determining if the account balance for the

5   player account is sufficient for the play quantity; and

6   (d)   ticket production program code for causing a game ticket dispenser to apply a

7   number of ticket indicia to a ticket substrate to produce a game ticket in the

8   event that the account balance for the player account is sufficient for the play

9   quantity, each ticket indicia being directly identifiable, corresponding to a

10   particular one of game records, and representing the respective game play

11   outcome associated with the particular one of the game records.

12

13   15.   The program product of Claim 14 further including ticket encoding program code for

14   causing an encoding device to apply game play information to the ticket substrate, the

15   game play information being in machine readable form and specifying each game play

16   outcome represented on the game ticket.

17

18   16.   The program product of Claim 15 wherein the game play information includes an

19   encoded identifier for each game play outcome represented on the game ticket.

20

21   17.   The program product of Claim 15 wherein the game play information includes:

1   (a)   a first value representing a sequential value correlated to a first game play

2   outcome represented on the game ticket; and

3   (b)   a second value representing the play quantity.

4

5   18.   The program product of Claim 15 wherein the game play information includes a ticket

6   identifier and further including ticket database program code for causing a data storage

7   device separate from the game ticket to store a set of ticket data correlated to the ticket

8   identifier, the set of ticket data identifying each game play outcome represented on the

9   game ticket.

10

11   19.   The program product of Claim 15 further including player terminal program code for

12   receiving the game play information read from the game ticket at a player terminal and

13   for causing a player terminal display device to display a graphic game representation

14   indicating at least one game play outcome represented on the game ticket, each

15   respective graphic game representation being displayed in response to a respective

16   player input made after the game play information is read from the game ticket at the

17   player terminal.

18

19   20.   The program product of Claim 19 further including account maintenance program code

20   for deducting a cost associated with each respective game play outcome represented on

21   the game ticket in response to the game ticket request and adding a payoff amount

1   associated with at least one respective game play outcome in response to a later

2   redemption request initiated by the player.

3

4   21.   The program product of Claim 15 further including point of sale program code for

5   receiving the game play information read from a reading device associated with a point

6   of sale terminal and for providing the player with a result of the game ticket after

7   reading the game play information.

8

9   22.   A gaming system which utilizes a number of stored game records, each game record

10   being associated with a game play outcome, the gaming system including:

11   (a)   a player account storage device storing player account data for each game

12   player, the player account data for each player including an account balance for

13   the respective player;

14   (b)   a player account processing device for controlling the player account storage

15   device and for comparing the account balance for a respective one of the players

16   with a play quantity in response to a ticket request for the respective player, the

17   play quantity comprising a value representing a quantity of game play outcomes

18   defined in the ticket request for the respective player;

19   (c)   a point of sale component for communicating game ticket requests to the player

20   account processing device;

1   (d)   a ticket production device associated with the point of sale component, the ticket

2   production device for applying a number of ticket indicia to a ticket substrate to

3   produce a game ticket in the event that the account balance for the respective

4   player account is sufficient for the play quantity specified in a game play request

5   for the respective player, each ticket indicia being directly identifiable,

6   corresponding to a particular one of game records, and representing the

7   respective game play outcome associated with the particular one of the game

8   records.

10   23.   The gaming system of Claim 22 further including a ticket encoding device for applying

11   game play information to the ticket substrate, the game play information being in

12   machine readable form and specifying each game play outcome represented on the game

13   ticket.

14

15   24.   The gaming system of Claim 23 wherein the game play information includes an

16   encoded identifier for each game play outcome represented on the game ticket.

17

18   25.   The gaming system of Claim 23 wherein the game play information includes:

19   (a)   a first value representing a sequential value correlated to a first game play

20   outcome represented on the game ticket; and

21   (b)   a second value representing the play quantity.

1   26.   The gaming system of Claim 23 wherein the game play information includes a ticket

2   identifier and wherein the player account storage device is also for storing a set of

3   ticket data correlated to the ticket identifier, the set of ticket data identifying each game

4   play outcome represented on the game ticket.

5

6   27.   The gaming system of Claim 22 further including a player terminal for receiving the

7   game play information read from the game ticket and for displaying a graphic game

8   representation indicating at least one game play outcome represented on the game

9   ticket, each respective graphic game representation being displayed in response to a

10   respective player input at the player terminal made after the game play information is

11   read from the game ticket at the player terminal.

12

13   28.   The gaming system of Claim 22 wherein the account processing device is also for

14   deducting a cost associated with each respective game play outcome represented on the

15   game ticket in response to the game ticket request and adding a payoff amount

16   associated with at least one respective game play outcome in response to a later

17   redemption request.

18

19   29.   The gaming system of Claim 22 wherein the point of sale component includes a game

20   ticket reading device and is also for receiving the game play information from the game

1   ticket reading device associated with a point of sale terminal and for providing the

2   player with a result of the game ticket after reading the game play information.

3

4   30.   A gaming method utilizing a number of stored game records, each game record being

5   associated with a game play outcome, the method including the steps of:

6   (a)   receiving a game ticket request from a player, the game ticket request

7   identifying a play quantity comprising a value representing a quantity of game

8   play outcomes to be obtained;

9   (b)   applying a number of ticket indicia to a ticket substrate to produce a game

10   ticket, the number of ticket indicia applied being equal to the play quantity,

11   each ticket indicia being directly identifiable, corresponding to a particular one

12   of the game records, and representing the respective game play outcome

13   associated with the particular game record;

14   (c)   applying a ticket identifier to the game ticket; and

15   (d)   recording in a data storage device separate from the game ticket a set of ticket

16   data correlated to the ticket identifier, the set of ticket data identifying each

17   game play outcome represented on the game ticket.

18

19   31.   The method of Claim 30 further including the steps of:

20   (a)   reading the ticket identifier from the game ticket;

1   (b)   locating the set of ticket data for the game ticket using the ticket identifier read

2   from the game ticket; and

3   (c)   reading information from the set of ticket data after locating the set of ticket data

4   using the ticket identifier.

5

6   32.   The method of Claim 31 wherein the step of reading the ticket identifier is performed at

7   a player terminal and further including the step of, for at least one game play outcome

8   represented on the game ticket, displaying a graphic game representation indicating the

9   respective game play outcome, each respective graphic game representation being

10   displayed in response to a respective player input made after the step of reading

11   information from the set of ticket data.

12

13   33.   The method of Claim 31 wherein the step of reading the ticket identifier is performed at

14   a point of sale terminal and further including the step of providing the player with a

15   result of the game ticket, the result being provided at the point of sale terminal.

16

17   34.   A program product for playing a game utilizing a number of stored game records, each

18   game record being associated with a game play outcome, the program product being

19   stored on a computer readable medium and including:

1   (a)   ticket request program code for receiving a game ticket request from a player,

2   the game ticket request identifying a play quantity comprising a value

3   representing a quantity of game play outcomes to be obtained;

4   (b)   ticket printing program code for causing a game ticket dispenser to apply a

5   number of ticket indicia to a ticket substrate to produce a game ticket, the

6   number of ticket indicia applied being equal to the play quantity, each ticket

7   indicia being directly identifiable, corresponding to a particular one of the game

8   records, and representing the respective game play outcome associated with the

9   particular game record;

10   (c)   ticket encoding program code for causing a ticket encoding device to apply a

11   ticket identifier to the game ticket; and

12   (d)   ticket database program code for causing a data storage device separate from the

13   game ticket to store a set of ticket data correlated to the ticket identifier, the set

14   of ticket data identifying each game play outcome represented on the game

15   ticket.

16

17   35.   The program product of Claim 34 wherein the ticket database program code is also for

18   locating the set of ticket data for the game ticket in response to the ticket identifier read

19   from the game ticket and for reading data from the set of ticket data.

20

1   36.   The program product of Claim 35 wherein the ticket identifier is read at a player

2   terminal and further including player terminal program code for displaying a graphic

3   game representation indicating the respective game play outcome for at least one game

4   play outcome represented on the game ticket, each respective graphic game

5   representation being displayed in response to a respective player input made after

6   reading data from the set of ticket data.

7

8   37.   The program product of Claim 35 further including point of sale program code for

9   causing the point of sale terminal to provide the player with a result of the game ticket.

10

11   38.   A gaming system utilizing a number of stored game records, each game record being

12   associated with a game play outcome, the gaming system including:

13   (a)   a point of sale component for receiving a game ticket request from a player, the

14   game ticket request identifying a play quantity comprising a value representing a

15   quantity of game play outcomes to be obtained;

16   (b)   a game ticket dispenser for applying a number of ticket indicia to a ticket

17   substrate to produce a game ticket, the number of ticket indicia applied being

18   equal to the play quantity, each ticket indicia being directly identifiable,

19   corresponding to a particular one of the game records, and representing the

20   respective game play outcome associated with the particular game record; and

1   (c)   a ticket data storage device separate from the game ticket for storing a set of

2   ticket data correlated to a ticket identifier associated with the game ticket, the set

3   of ticket data identifying each game play outcome represented on the game

4   ticket.

5

6   39.   The gaming system of Claim 38 further including:

7   (a)   a ticket encoding device for applying the ticket identifier to the game ticket.

8

9   40.   The gaming system of Claim 38 further including:

10   (a)   a ticket reader device for reading the ticket identifier from the game ticket; and

11   (b)   a processing device for locating the stored set of ticket data for the game ticket

12   using the ticket identifier read from the game ticket and for reading ticket result

13   information from the set of ticket data after locating the set of ticket data using

14   the ticket identifier.

15

16   41.   The gaming system of Claim 40 wherein the ticket reader is included in a player

17   terminal and further including a player terminal display for displaying a graphic game

18   representation indicating a respective one of the game play outcomes represented on the

19   game ticket, the graphic game representation being displayed in response to a player

20   input made after the processing device reads ticket result information from the set of

21   ticket data.

1   42.   The gaming system of Claim 40 wherein the ticket reader is included in the point of

2   sale terminal and wherein the point of sale terminal includes a game ticket result device

3   for providing the player with a result of the game ticket.

4

5   43.   A gaming ticket for use in a game utilizing a set of stored game records, each game

6   record being associated with a game play outcome, the gaming ticket including:

7   (a)   a ticket substrate;

8   (b)   a plurality of outcome codes printed on one face of the ticket substrate, each

9   outcome code being correlated to a particular game record and game play

10   outcome; and

11   (c)   a data storage arrangement formed on the ticket substrate, the data storage

12   arrangement having stored therein game play information, the game play

13   information being in machine readable form and specifying each game play

14   outcome represented by a respective one of the outcome codes printed on the

15   ticket substrate.

16

17   44.   The gaming ticket of Claim 43 wherein the game play information further includes a

18   ticket identifier and wherein the ticket identifier is correlated to a set of ticket data

19   stored at a device remote from the gaming ticket, the set of ticket data identifying each

20   game play outcome represented on the gaming ticket.

21

1   45.   The gaming ticket of Claim 43 wherein the game play information further includes a

2   player account identifier.

3

4   46.   The gaming ticket of Claim 43 wherein the data storage arrangement comprises a strip

5   of magnetic media located on a face of the ticket substrate opposite to the face on which

6   the ticket indicia are printed.

7

8   47.   The gaming ticket of Claim 43 further including a removable cover material applied

9   over the ticket indicia, the cover material obscuring each ticket indicia on the ticket

10   substrate.